Sourcebook 5 - Macross II: Lovers Again

About this book

This is the fifth sourcebook for Macross 2050. It contains information for the Mardook Army as presented originally by Palladium Books, as well as information to use the Mardook in the Macross canon storyline. This book is purely optional for a Macross 2050 campaign, and the GM is neither required nor encouraged to use it.

Chapters

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Preface

Before the main book begins, I must note that because Macross II was produced before Macross Plus, Macross Zero, Macross 7 or Macross Frontier, that it does not follow the storyline as outlined in the canon timeline. Thus Macross II has VF-2 fighters instead of the standard VF-171, or rather VF-25 would be the standard fighter by 2092 (if not something newer). Also, there is no mention of spiritia even though the Mardook Emulators seem to use spiritia to motivate their Zentraedi & Meltrandi forces in battle. With these things said, I will note now that I will need to "fudge" things a little to get them to fit, although major change suggestions will be detailed in chapter 6.

Another big discrepancy with Macross II mecha/ships is they completely lack any of the technology brought in from Macross Plus, Macross 7, Macross Zero or Macross Frontier. This means there are no VF scale PPB systems, SES, active stealth, VF space fold boosters, HM missiles, EX suits, MDE weapons or the like. Technology that would be there by 2092 is simply missing. There's also no sign of the massive earth defense grid in orbit around the planet (shown in Macross Plus).

Macross II has a yet another discrepancy in that Ishtar constantly refers to the SDF-1 Macross as their legendary Ship of Alus. Following Macross canon storyline we already know the SDF-1 is a rebuilt Inspection Army gunship of Meltran design (pointed out in both Macross and Macross DYRL), so unless the Mardook are brought into the canon storyline as another Protoculture offspring race (see chapter 6), there is no way the SDF-1 and Mardook can be related.

One more point is that Macross II has no mention of Protoculture or the origins of the Zentraedi. Furthermore, the origins of the Mardook are not detailed out or even explained, only that they have "wandered the stars for millennia destroying all cultures they encountered". There is little official information about Macross II and its background story.

Macross II follows the canon storyline up until the end of the battle against the Burado fleet in 2037, excluding information found in Macross Zero (however, since that information was concealed for nearly 50 years, it wouldn't cause too much trouble to include).

Chapter 1 – Macross II

Earth has had a long stretch of relatively peaceful existence, with no major wars occurring since 2037. There are still occasional rogue Zentraedi or Meltrandi fleets that attack Earth, but rarely more than a couple dozen ships at a time. The last noteworthy attack was in 2082, and always the UN Spacy uses their "Minmei Attack" to discourage the enemy through culture shock and then stops their attack.

Humanity has grown rather complacent and trusts the UN Spacy wholeheartedly (much like the US trusting their government in the late 20th century). However, there are a few individuals who believe that even UN Spacy has grown soft and lazy, and that the day will come with their Minmei strategy will no longer be effective. Some are even *in* the UN Spacy.

Timeline

With Macross being the only canon story out at the time this anime was created, the timeline has a rather large gap in it. Events up until 2037 would be canon, then the timeline skips.

2082

The last sizable Zentraedi attack on earth.

Deployment of the VF-2SS Valkyrie II

2090

Deployment of the VF-2J Icarus

2092

The Mardook invade the solar system.

Test flight of the VF-X-4 Metal Siren.

Deployment of the VF-4 Metal Siren.

The Mardook are defeated by the combined efforts of Silvie, Hibiki, Ishtar and the combined Mardook and UN fleets.

2093

The Micron Conspiracy.

Character Creation

Characters in Macross II use the same templates as found in Macross. The skills, perks, talents and complications are largely unchanged, except for what groups they apply to.

Notable Changes

Psychic Ability (Stat) – The Mardook emulators have displayed psionic capability. The emulators can develop Danger Sensing, Telekinesis and Psychometry.

Language (Skill) – Much like in Macross, there is one primary Earth language as well as Zentraedi. The Mardook also have their own language in addition to being fluent in Zentraedi.

Mecha Pilot (Skill) – This skill must be taken separately for each type of mecha.

VF Series	Destroid

Battle Pod Zentraedi Power Armor
Mardook Power Armor

Chapter 2 – The UN

For the most part, Sourcebook 1: New Unity Government can still be used in a Macross II campaign. The overall military structure, ranks, regulations and character information is the same. The only main difference in squadrons is that all VF squadrons are sets of four mecha; the leader and three wingmen.

The primary mecha of the UN is the VF-2JA (Air Force) for fighting within the earth's atmosphere, or the VF-2SS (Space Air Force). Both are about equal to the VF-11C Thunderbolt in firepower and capabilities. The UN Army uses the upgraded destroid series.

Templates

All of the basic templates from Macross 2050 are used, with the exception of the T-Crush Player, Anima Spiritia, Jammingbird and Galaxy Patrol. VF pilots from the UN Airforce are issued a VF-2JA, while those in the UN Space Airforce are issued a VF-2SS with SAP unit. Destroid pilots are typically issued their choice of a Tomahawk, Phalanx or Defender.

Equipment

Macross II includes some more stuff for players.

Female uniform

Uniforms

The standard UN uniform consists of a dark blue jacket with a black turtleneck styled undershirt. Men get white pants and boots, while women get a white miniskirt and boots with black leggings.

Upper ranking command officers replace the blue jacket with a golden jacket. Female administrators wear an all white uniform. Male administrators get an all black uniform. Military police wear an all dark blue uniform.

Bridge officers (bridge bunnies) instead have a white undershirt and red jacket with a black mantle. They wear black skirts and heels with no leggings. Ship captains wear a white jacket with red undershirt.

Standard Weapons and Systems

The mecha in Macross II use the standard missiles and basic systems as described in Tech Manual.

Laser Weapons

Head Laser – 1K, Range 24, BV 2, +1 WA, 1 Kill, 1 Space, Phalanx Variable, 20 CP
Pulse Laser – 2K, Range 24, BV 2, +1 WA, 2 Kills, 1 Space, 18.5 CP
MS-1 Pulse Laser – 1K, Range 24, BV 3, +1 WA 1 Kill, 1 Space, 16 CP
High Power Laser – 5K, Range 36, +1 WA, 5 Kills, 5 Spaces, 15 CP
Rapid Laser – 2K, Range 12, BV 3, +1 WA, Phalanx Variable, 2 Kills, 1 Space, 16.2 CP

Erlikon Long-Range Heavy Laser Cannon

This is the primary weapon of the Defender, designed for anti-aircraft.
12K, Range 160, +1 WA, Warmup 1, 12 Kills, 5 Spaces, 142.5 CP

AT-II Quad Cannon

This is a rapid fire gatling gun designed for riot suppression and anti-personnel for destroids. The weapon uses a multi-feed to allow the mecha to switch ammunition type without having to return to a base for ammo drum change out. The quad cannons also allow for single-round shots (10 single shots use up 1 burst of ammo). This is a "roadstriker" scale weapon. The CP cost is already scaled to Mekton scale.
Range 12, BV 8, +1 WA, 1 Kill, 1 Space, Multi-Feed 2, Anti-Personnel, 8.1 CP
Standard Ammo: 10 CP, 125 bursts, 2 Kills, 1 Spaces, 6d6 Hits per round
Non-Lethal Ammo: 5 CP, 125 bursts, 2 Kills, 1 Spaces, 2d6 Stun per round

Autocannon

Rapid fire small caliber ballistic weapon used on many mecha. Primarily used to shoot down incoming missile salvos and to ward off heavy infantry or light conventional vehicles.
2K, Range 24, BV 4, Ammo 100, All-Purpose, 52 CP
Ammo: 52 CP, 5 Kills, 1 Space

Impact Cannon

This weapon is used on the Tomahawk's upper weapon pylons alongside a heavy laser.
3K, Range 24, BV 2, +0 WA, 3 Kills, 3 Spaces, Ammo 30, Phalanx Variable, 29.4 CP
Ammo: 9 CP, 1 Kill, 1 Space

General Electric 30cm Electromagnetic Rail Cannon

The Giant Monster mounts six of these weapons on its back. This weapon system is designed for assaulting smaller capital ships, and is unable to target opponents who get too close.

10K, Range 64 (minimum 12), 10 Kills, +1 WA, Long Range, 2 Spaces, 57.2 CP
Ammo: 3.4 CP per shell, Blast 1

Modular Missile Drum

This is the primary armament for the upgraded Phalanx. Each drum can be quickly adjusted (during loading) to hold different payloads of missiles, although all missiles in the same drum must be the same type. Armed with four drums, the Phalanx can carry ordinance to reach all ranges.

Each drum can hold: 56 micromissiles, 40 SRM, 24 IRM or 15 LRM. Each drum can fire a volley of 14/10/8/5 missiles at a time, respectively. These drums cannot accommodate the RMS-1 "Angel of Death" missile or its descendants, nor can it use HM missiles.

Each MMD is a AH pod with AH armor. The launcher has 10K and overrides normal rules for determining the Kills of a missile rack. Each launcher costs 10 CP, plus the cost of the ordinance loaded (+117.6 MM, +234 SRM, +655.2 IRM, +459 LRM).

Raytheon LSSN-25 4-barrel Ground-to-Ground/Air Missile Launcher

These are the Monster Mk II weapon arms. Each one is a set of four cannons mated together as a single weapon, capable of firing multiple warheads at once.

3K per shell, Range 48, Volley 1-4, +1 WA, 200 Shots, 12 Kills, 3 Spaces, 81 CP
Ammo: 42 CP, 10 Kills, 4 Spaces

Dual System Weapon Arms

This weapon system was designed for the Tomahawk, replacing the aged particle beam weapons of the old version with a combination particle cannon backed up with a high power railgun. Weapons are crosslinked and mated. 10K

Mauler PBG-12 Particle Cannon – 8K, Range 60, Warmup 1, WA +1, 2 Spaces, 46.2 CP
10cm Electromagnetic Rail Cannon – 1K, Range 24, BV6, WA +0, Ammo 20, All-Purpose, 1 Space, 49 CP

Ammo: 44 CP, 1 Kill, 1 Space, AP

Missile Pod

This is a SL class pod with STR class armor. Missile pods are usually mounted only on the VF-2JA, and always in pairs (much like FAST Packs). Each pod can be loaded with two long-range missiles or four intermediate-range missiles.

SP 3, 3K, B-Mod 0.1 each, 2.5 CP each plus missiles, 2.5 tons each (including missiles)

BC-60 Gunpod

This weapon is flatter and more streamlined than previous gunpods. Furthermore, this gunpod is a rapid fire laser weapon rather than using traditional armor-piercing projectiles. The BC-60 is typically carried by the VF-2JA.

1K, Range 24, BV 4, Ammo 15, +1 WA, 1 Kill, 1 Space, All Purpose, 35 CP

Ammo: 1 CP per clip

RG-022 Gunpod

This is a rapid fire gunpod not unlike those in Macross. The RG-022 is carried by the VF-2SS Valkyrie II.
1K, Range 30, BV 4, Ammo 15, +1 WA, 1 Kills, 1 Space, All Purpose, 30.7 CP
Ammo: 1 CP per clip

2E-SS Heavy Gunpod

This gunpod contains a rapid fire railgun, packing more punch than most other traditional ballistic gunpods. This was only seen used by Nexx's customized VF-2SS Special fighter, and is most likely a prototype weapon.
2K, Range 36, BV 5, Ammo 125, AP, +1 WA, 2 Kills, 2 Spaces, 88 CP [+97.5 CP for ammo]

MS-50 Gunpod

This is a heavier version of the RG-022 designed for the VF-X-4 Metal Siren. As such, they are experimental and rare.
3K, Range 24, BV 5, Ammo 50, AP, +1 WA, 3 Kills, Experimental, 2 Spaces, 93.6 CP [+ 46.8 for ammo]

Plasma Spear

This is a weapon only carried by the Metal Siren. It can generate an energy field around the blade to inflict larger damage and render the blade effectively indestructible. It mounts on the right forearm in battroid and gerwalk modes (still allows for use of gunpods), and under the nose in fighter mode. This unique weapon counts as a melee weapon and energy melee weapon.
Powered: 7K, Range: Melee, AP, Disruptor, Quick, +1 WA, 7 Kills, 7 Spaces, 42 CP
Un-powered: 2K, AP, +1 WA

GU-3 Gunpod

The GU-3 was designed specifically for the VF-XX "Meltrandi" unit, and is not carried by any other mecha. It is a multifunctional weapon with two laser weapons, an autocannon, and a spotlight. Total: 93.6 CP, 12K, 5 Spaces, All Purpose
Energy Pool: Power 20, 10K
Light Laser – 1K, Range 12, BV 2, +1 WA
Heavy Laser – 3K, Range 24, +1 WA
Autocannon – 1K, Range 12, BV 4, +1 WA
Ammo: 20 bursts, 1K, AP, 5.85 CP per clip

Super Armor Pack (SAP)

The SAP is a unit that can attach to a VF-2SS like the typical Macross FAST Packs. It provides the VF with additional armor and firepower. Apparently the SAP is standard issue for all VF-2SS units. The SAP consists of a primary pack containing the thrusters and a heavy beam cannon with three smaller missile pods attached, as well as armored units containing micromissile launchers for the arms and legs. Like the original

Macross FAST Packs, the VF computer will eject the entire SAP system when critically damaged. Due to the placement of the arm CA and the weapon mount, the VF cannot fire its gunpod in fighter mode.

Total: 328.6 CP, B-Mod 0.2, 2000kg

Main Pack

MW Alpha Armor (6K, SP6, DC 2)
Heavy Particle Beam Gun: 10K, Range 48, +1 WA, Warmup 1, 10K
Verniers, Weapon Mount (x3, for missile pods)

Missile Pod (x3)

LW pod with STR Alpha Armor (3K, DC 2)
LRM Rack: 12K, Range 127^2, +1 WA, 1K, Payload 4

Arm CA

MW Alpha Armor (4K, SP4, DC 2)
Micromissile Rack (x5): 1K, Range 32, +1 WA, 1K, CMV, Payload 3
Verniers, B-Mod 0.1

Leg CA

MW Alpha Armor (4K, SP4, DC 2)
Micromissile Rack (x4): 1K, Range 32, +1 WA, 1K, CMV, Payload 3
Verniers

Super Armor Pack Nexx Custom (SAP Special)

This is a slightly modified version of the SAP carried by most VF-2SS, customized to the desires of Nexx. The difference is that it trades out the micro missile racks in the right leg armor for a 2E-SS heavy railgun and a holster for it. Like with the original SAP, the VF cannot fire either gunpod while in fighter form.

Total: 410 CP, B-Mod 0.2, 2000kg

Main Pack

MW Alpha Armor (6K, SP6, DC 2)
Heavy Particle Beam Gun: 10K, Range 48, +1 WA, Warmup 1, 10K
Verniers, Weapon Mount (x3, for missile pods)

Missile Pod (x3)

LW pod with STR Alpha Armor (3K, DC 2)
LRM Rack: 12K, Range 127^2, +1 WA, 1K

Arm CA

MW Alpha Armor (4K, SP4, DC 2)
Micromissile Rack (x5): 1K, Range 32, +1 WA, 1K, CMV, Payload 3
Verniers, B-Mod 0.1

Right Leg CA

MW Alpha Armor (4K, SP4, DC 2)
2E-SS Heavy Railgun: 2K, Range 36, BV 5, Ammo 50, +1 WA, 3K, AP, All Purpose
Verniers, 2E-SS Holster

Left Leg CA

MW Alpha Armor (4K, SP4, DC 2)
Micromissile Rack (x4): 1K, Range 32, +1 WA, 1K, CMV, Payload 3
Verniers

Automated Attack Bit (AAB)

This drone flies alongside a variable fighter (typically VF-2SS) and links into its combat computer, and will fire its own weapons when a preset weapon on the variable fighter fires. Typically these are assigned to ace pilots or special attack groups since coordinating them takes some amount of effort that lesser experienced pilots can't afford in battle. A variable fighter can control no more than five drones.

Cost: 155 CP
Length: 9.1m
Weight: 24,000 kg
Kills: STR 6K
Armor: STR; 3K SP3
Speed: MA 54
Weapons:

Laser cannon (x3): +1 WA, Range 48, 5K, Crosslinked, 5 Kills

Systems: Remote Control (CM 2, Control 1, Operation 3), Verniers, Thrusters MA 54

The CM (control multiple) determines the drone's skill/stat values (Pilot stat or skill x CM / number of remotes). So a pilot with Pilot 4 and AGIL 6 using 3 remotes will give the remotes effectively Pilot 3 and AGIL 4. Remotes must remain within Control range (1 hex) to receive targeting commands from their parent variable fighter. Remotes that end up outside the Operation range (3 hexes) will stop moving and go into dormant mode until another variable fighter moves within range, in which case the remote will tie into that variable fighter's combat computer until it is out of range.

UN Spacy Mecha

VF-2 Series: VF-2JA Icarus, VF-2SS Valkyrie II, VF-2SS SAP, VF-2SS Nexx Special
VF others: VF-X-4 Metal Siren, VC-079 Civilian Valkyrie, VF-XX
MBR Series: Tomahawk, Phalanx
MDR Series: Defender
HWR Series: Monster II
Extras: AAB "Squires", AJA-1JF Assault Fighter

VF-2JA Icarus

This is a VF unit built strictly for use in an earth-like atmosphere. The Icarus has a sleeker and more angular build, reminiscent of the VF-1 Valkyrie series. The Icarus was brought into service in 2090, just two years before the Mardook invasion.

VF-2SS Valkyrie II

The VF-2SS is designed for use primarily in space, and is comparable in function and armament as the VF-11 Thunderbolt. The VF-2SS can be equipped with a group of FAST packs referred to as the SAP (Super Armor Pack) that more than triples the unit's firepower. The VF-2SS SAP Special is also known as the Nexx Special and is a one-of-a-kind built for ace pilot Nexx. The VF-2 uses a rounded edge design similar to that of the VF-0 Phoenix series. The VF-2 was brought into service during the last Zentraedi attack in 2082, ten years before the Mardook invasion.

The SAP augment appears to be standard for all VF-2SS units. There was no mention of which VF units were replaced by the VF-2 series.

VF-X-4 Metal Siren

The VF-X-4 Metal Siren is a prototype with vastly superior maneuverability and firepower to the VF-2 series. During the height of the Mardook/UN Spacy war, there was only 1 prototype unit and 1 non-transformable trainer unit.

VC-079 Civilian Valkyrie

There is also a civilian VF available to the public. The civilian unit has no arms and is limited to jet and gerwalk configuration. The civilian VF requires a booster sled to reach orbit.

VF-XX

This is a unit designed for Zentran and Meltran pilots in the UN Spacy. The VF-XX was actually an experimental fighter built in the 2060s, with "less than a dozen" built. The VF-XX does not have a gerwalk configuration, and has a multifunctional gunpod. It drew far less interest from the Meltran pilots it was targeted for, and was dropped.

AJA-1JF Assault Fighter

The AJA-1JF was a special mecha built as a VF in gerwalk configuration. This provides the benefits of speed and arms of a gerwalk without the high cost of building a fully transformable VF unit.

AAB "Squires"

The AAB (automated attack bits) are a small drone that is slaved to a VF's combat computer, automatically firing at the same target as the VF pilot. The most that can be controlled by a single VF is five, although three is more typical. AAB's are typically only assigned to elite squadrons, ace pilots and squadron leaders. Squires are equipped with a battery of lasers.

VF-2JA Icarus

COST: 300 CP [+35 CP for gunpod]
Availability: 2090 to 20XX

HEIGHT:

13m in soldier configuration.
6.7m in gerwalk configuration.
4.9m in fighter configuration.

WIDTH:

2.4m at shoulders in soldier configuration.
8.5m in gerwalk or fighter configuration with wings at minimum extension
14.78 m in gerwalk or fighter configuration with wings at maximum extension.

LENGTH:

4.3m in soldier configuration.
12.2m in gerwalk configuration.
18.3m in fighter configuration.

WEIGHT:

13,400 kg.

Mode	MV	Land MA	Fly MA
Battroid	-0	6 (300m/round)	20 (1000m/round)
Gerwalk	-1	3 (150m/round)	30 (1500m/round)
Fighter	-2	0	40 (2000m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MS	8	10	MS	4	4
Head		LW	2	3	LW	2	2
Right Arm		MS	5	6	MS	4	4
Left Arm		MS	5	6	MS	4	4
Right Leg		MS	5	6	MS	4	4
Left Leg		MS	5	6	MS	4	4
Right Wing		LW	2	3	STR	3	3
Left Wing		LW	2	3	STR	3	3

Thrusters	Location	MA
Thruster	Right Leg	10
Thruster	Left Leg	10

Sensors	Location	Kills	Sensors	Communications
HS Class	Head	2	11 km	1300 km
Backup	Torso	2	1 km	300 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	1K	Melee	+0	1	U	Quick, Handy
Head Laser	Head	1K	24	+1	1	U	BV2, Phalanx Vari, Link
Head Laser	Head	1K	24	+1	1	U	BV2, Phalanx Vari, Link
BC-60 Gunpod	1 Handed	1K	24	+1	1	15	BV4, All Purpose
Ammo						15	
Ammo						15	

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight (x2), Storage Module, Escape Pod Weapon Mount, Self Destruct

Multipliers
Environmentals (Arctic, Desert), Verniers (1 Main Body, 2 each Leg), Variable Fighter Semi-monocoque

Notes: The VF-2JA is not designed for space use and suffers a -2 MV in space.

VF-2SS Valkyrie II

COST: 346 CP [+30.7 CP for gunpod]
Availability: 2082 to 20XX

HEIGHT:
14m in soldier configuration.
7.1m in gerwalk configuration.
4.5m in fighter configuration.

WIDTH:
5.5m at shoulders in soldier configuration.
11.4m in gerwalk or fighter configuration with wings at minimum extension

11.4m in gerwalk or fighter configuration with wings at maximum extension

LENGTH:

4.9m in soldier configuration.
9.1m in gerwalk configuration.
13.5m in fighter configuration.

WEIGHT:

19,100 kg.

Mode	MV	Land MA	Fly MA
Battroid	-0	6 (300m/round)	27 (1350m/round)
Gerwalk	-1	3 (150m/round)	40.5 (2025m/round)
Fighter	-2	0	54 (2800m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MS	8	10	MS	4	4
Head		LW	2	3	LW	2	2
Right Arm		MS	5	6	MS	4	4
Left Arm		MS	5	6	MS	4	4
Right Leg		MS	5	6	MS	4	4
Left Leg		MS	5	3	MS	4	4
Right Wing		LW	2	3	STR	3	3
Left Wing		LW	2	3	STR	3	3
Right Pod		SL		2	STR	3	3
Left Pod		SL		2	STR	3	3

Thrusters	Location	MA
Thruster	Right Leg	13.5
Thruster	Left Leg	13.5

Sensors	Location	Kills	Sensors	Communications
HS Class	Head	2	11 km	1300 km
Backup	Torso	2	1 km	300 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	1K	Melee	+0	1	U	Quick, Handy
Head Laser	Head	1K	24	+1	1	U	BV2, Phalanx Vari, Link
Head Laser	Head	1K	24	+1	1	U	BV2, Phalanx Vari, Link
RG-022 Gunpod	1 Handed	1K	30	+1	1	15	BV4, All Purpose
Ammo						15	
Ammo						15	

Optional Systems

Liftwire, Anti-theft Codelock, Nightsight, Spotlight (x2), Storage Module, Escape Pod
Weapon Mount, Self Destruct

Multipliers

Environmentals (Space, Re-entry, Desert), Verniers (1 Main Body, 2 each Leg), Variable Fighter
Semi-monocoque

Notes: VF-2SS is always armed with the SAP unit if available.

VF-2SS Valkyrie II with SAP Unit

+328.6 CP, B-Mod 0.2, +2000 kg

Main Pack
MW Alpha Armor (6K, SP6, DC 2)
Heavy Particle Beam Gun: 10K, Range 48, +1 WA, Warmup 1, 10K
Verniers, Weapon Mount (x3, for missile pods)
Missile Pod (x3)
LW pod with STR Alpha Armor (3K, DC 2)
IRM Rack: 7K, Range 1200, +1 WA, 1K, Payload 4
Arm CA
MW Alpha Armor (4K, SP4, DC 2)
Micromissile Rack (x5): 1K, Range 32, +1 WA, 1K, CMV, Payload 3
Verniers, B-Mod 0.1
Leg CA
MW Alpha Armor (4K, SP4, DC 2)
Micromissile Rack (x4): 1K, Range 32, +1 WA, 1K, CMV, Payload 3
Verniers
Notes: Cannot use any gunpods while in fighter configuration.

VF-2SS Valkyrie II Nexx Custom

+410 CP, B-Mod 0.2, +2000 kg
Main Pack
MW Alpha Armor (6K, SP6, DC 2)
Heavy Particle Beam Gun: 10K, Range 48, +1 WA, Warmup 1, 10K
Verniers, Weapon Mount (x3, for missile pods)
Missile Pod (x3)
LW pod with STR Alpha Armor (3K, DC 2)
IRM Rack: 7K, Range 1200, +1 WA, 1K, Payload 4
Arm CA
MW Alpha Armor (4K, SP4, DC 2)
Micromissile Rack (x5): 1K, Range 32, +1 WA, 1K, CMV, Payload 3
Verniers, B-Mod 0.1
Right Leg CA
MW Alpha Armor (4K, SP4, DC 2)
2E-SS Heavy Railgun: 2K, Range 36, BV 5, Ammo 50, +1 WA, 3K, AP, All Purpose
Verniers, 2E-SS Holster
Left Leg CA
MW Alpha Armor (4K, SP4, DC 2)
Micromissile Rack (x4): 1K, Range 32, +1 WA, 1K, CMV, Payload 3
Verniers

Notes: Cannot use any gunpods while in fighter configuration. Since it is named “Nexx Custom”, it is safe to assume this is a unique customization as allowed for ace pilots.

VF-X-4MS Metal Siren

COST: 1874 CP [+280.8 CP for 2x gunpod, +134.8 for 64x micromissile]
Availability: 2092 to 20XX

HEIGHT:
14m in soldier configuration.
7.1m in gerwalk configuration.
4.5m in fighter configuration.

WIDTH:
5.5m at shoulders in soldier configuration.
11.4m in gerwalk or fighter configuration with wings at minimum extension
11.4m in gerwalk or fighter configuration with wings at maximum extension

LENGTH:
4.9m in soldier configuration.
9.1m in gerwalk configuration.
13.5m in fighter configuration.

WEIGHT:
41,000 kg.

Mode	MV	Land MA		Fly MA
Battroid		+2	6 (300m/round)	28 (1400m/round)
Gerwalk		+1	3 (150m/round)	42 (2100m/round)
Fighter		+0	0	56 (2800m/round)

Maneuver Pool +167%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MW	12	12	MW/A	6	6
Head		STR	3	3	STR/A	3	3
Right Arm		HS	6	6	HS/A	5	5
Left Arm		HS	6	6	HS/A	5	5
Right Leg		HS	6	6	HS/A	5	5
Left Leg		HS	6	6	HS/A	5	5
Right Wing		STR	3	3	STR/A	3	3
Left Wing		STR	3	3	STR/A	3	3
Head CA					MH/A	3	3

Thrusters	Location	MA
Thruster	Right Leg	14
Thruster	Left Leg	14

Sensors	Location	Kills	Sensors	Communications
MW Class	Head	2	15 km	1500 km
Backup	Torso	2	1 km	300 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	2K	Melee	+0	1	U	Quick, Handy
Pulse Laser	Head CA	2K	24	+2	2	U	BV3, Crosslinked
Pulse Laser	Head CA	2K	24	+2	2	U	BV3, Crosslinked
MS-21 Pulse L.	Right Hip	1K	24	+1	1	U	BV3, Crosslinked
MS-21 Pulse L.	Left Hip	1K	24	+1	1	U	BV3, Crosslinked
MS-50 Gunpod	Right Wing	1K	24	+1	1	50	BV5, All Purpose

Ammo						50	AP
MS-50 Gunpod	Left Wing	1K	24	+1	1	50	BV5, All Purpose
Ammo						50	AP
Plasma Lance	Right Arm	7K 2K (un-powered)	Melee	+1	7	U	AP, Disruptor
Mircromissiles	Right Arm	3K	36	+1	2	9	CMV, Crosslinked
Mircromissiles	Left Arm	3K	36	+1	2	9	CMV, Crosslinked
Mircromissiles	Torso	3K	36	+1	1	4	CMV, Crosslinked
Mircromissiles	Torso	3K	36	+1	1	4	CMV, Crosslinked
Mircromissiles	Right Leg	3K	36	+1	1	6	CMV, Crosslinked
Mircromissiles	Left Leg	3K	36	+1	1	6	CMV, Crosslinked
Mircromissiles	Right Leg	3K	36	+1	3	13	CMV, Crosslinked
Mircromissiles	Left Leg	3K	36	+1	3	13	CMV, Crosslinked

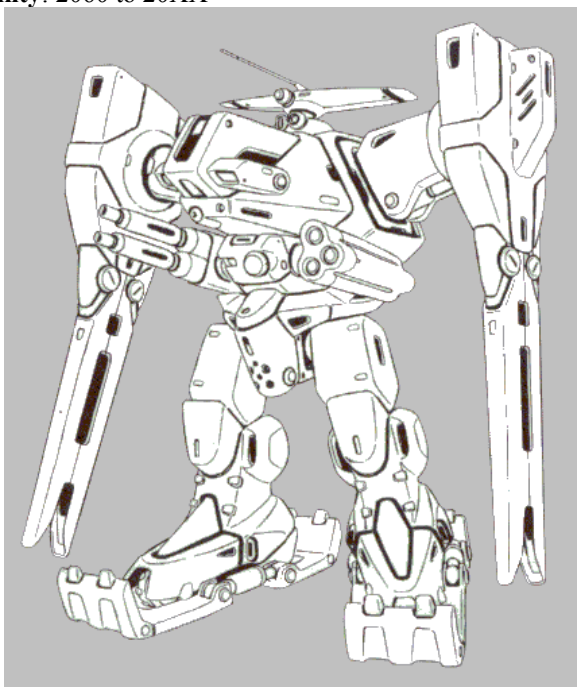
Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight (x2), Storage Module, Escape Pod
Weapon Mount (x2), Self Destruct

Multipliers
Environmentals (Space, Re-entry, Desert), Variable Fighter, ACE +100%, Supercharged Engine
Verniers (6 Main Body, 2 each Wing, 3 each Leg, 2 in Head CA), Semi-monocoque

Notes: Officially there were only two built: one a non-transformable unit and the other is the prototype. Other than the weight of 41 tons (dubious at best), there are no physical stats listed that I could find. It doesn't seem to be much bigger than a VF-2SS, so I used its physical dimensions.

ADR-04-EX Defender

COST: 1032 CP
Availability: 2060 to 20XX



HEIGHT:
11.27m to base of antenna
12.2m total

WIDTH:
9.1m
LENGTH:
4.7m
WEIGHT:
30,200 kg

Mode	MV	Land MA	Fly MA
Destroid	-1	5 (250m/round)	0
		7 (350m/round) with rollers	

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MH	16	16	MH	8	8
Right Arm		MS	5	5	HS	5	5
Left Arm		MS	5	5	HS	5	5
Right Leg		MW	7	7	MW	6	6
Left Leg		MW	7	7	MW	6	6
Head		STR	3	3	STR	3	3

Thrusters	Location	MA
None		

Sensors	Location	Kills	Sensor	Communications
AH Class	Pod	3	30 km	3000 km
Backup	Torso	2	1 km	300 km

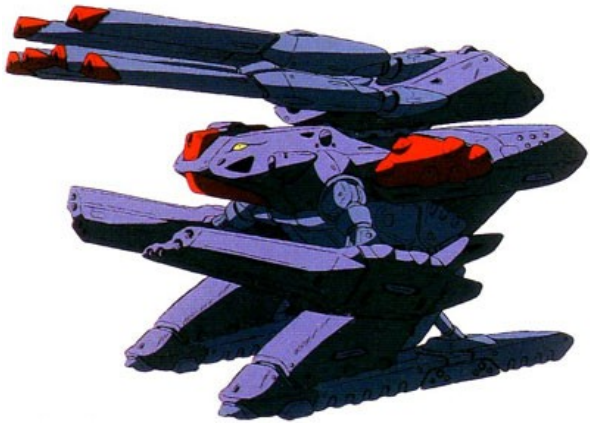
Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Heavy Laser	Right Arm	12K	160	+1	12	U	Warmup 1
Heavy Laser	Left Arm	12K	160	+1	12	U	Warmup 1
Autocannon	Torso	2K	24	+0	2		BV4, All Purpose
Ammo	Torso				5	100	
IRM Rack	Torso	7K	1200	+1	3	6	
Micromissile	Right Arm	3K	24	+1	1	2	CMV, Linked
Micromissile	Right Arm	3K	24	+1	1	2	CMV, Linked
Micromissile	Right Arm	3K	24	+1	1	2	CMV, Linked
Micromissile	Right Arm	3K	24	+1	1	2	CMV, Linked
Micromissile	Right Arm	3K	24	+1	1	2	CMV, Linked
Micromissile	Right Arm	3K	24	+1	1	2	CMV, Linked
Micromissile	Left Arm	3K	24	+1	1	2	CMV, Linked
Micromissile	Left Arm	3K	24	+1	1	2	CMV, Linked
Micromissile	Left Arm	3K	24	+1	1	2	CMV, Linked
Micromissile	Left Arm	3K	24	+1	1	2	CMV, Linked
Micromissile	Left Arm	3K	24	+1	1	2	CMV, Linked
Micromissile	Left Arm	3K	24	+1	1	2	CMV, Linked
Micromissile	Left Leg	3K	24	+1	1	2	CMV, Linked
Micromissile	Left Leg	3K	24	+1	1	2	CMV, Linked
Micromissile	Right Leg	3K	24	+1	1	2	CMV, Linked
Micromissile	Right Leg	3K	24	+1	1	2	CMV, Linked

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Self Destruct, Combat Computer, Magnetic Foot Locks
Advanced Sensors, Resolution Enhancement 5x, Spotting Radar, Radio/Radar Analyzer, Target Analyzer

Multipliers
Environmentals (Arctic, Space, Desert), Verniers (1 Main Body, 2 each Leg)

HWR-00-Mk V Giant Monster

COST: 4641 CP
Availability: 2060 to 20XX



HEIGHT:
19.8m to guns' muzzles (32m at full elevation)
WIDTH:
15.2m
LENGTH:
27.4m
WEIGHT:
233,300 kg

Mode	MV	Land MA	Fly MA
Destroid	-6	2 (100m/round) 4 (200m/round) with rollers	1 (50m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MgH	22	22	MgH	11	11
Right Arm		SH	11	11	MgH	11	11
Left Arm		SH	11	11	MgH	11	11
Right Leg		MgH	12	12	MgH	11	11
Left Leg		MgH	12	12	MgH	11	11
Main Pod		MgH		24	MgH	11	11
Right Pod		SH		22	MgH	11	11
Left Pod		SH		22	MgH	11	11

Thrusters	Location	MA
Thruster	Torso	1

Sensors	Location	Kills	Sensors	Communications
AH Class	Torso	3	30 km	3000 km
Backup	Torso	2	1 km	300 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Arm Swat		5K	Melee	+0			

30cm Railgun	Main Pod	10K	62*	+1	10		Long Range, *Min 12
30cm Railgun	Main Pod	10K	62*	+1	10		Long Range, *Min 12
30cm Railgun	Main Pod	10K	62*	+1	10		Long Range, *Min 12
Ammo	Right pod				20	300	
30cm Railgun	Main Pod	10K	62*	+1	10		Long Range, *Min 12
30cm Railgun	Main Pod	10K	62*	+1	10		Long Range, *Min 12
30cm Railgun	Main Pod	10K	62*	+1	10		Long Range, *Min 12
Ammo	Left Pod				20	300	
LSSN-25 Arm	Right Arm	3K*	48	+1	12	*	
Ammo					10	24	*volleys of 1-4
LSSN-25 Arm	Left Arm	3K*	48	+1	12	*	
Ammo					10	24	*volleys of 1-4
Micromissile	Right Pod	3K	24	+1	1	3	CMV, Linked
Micromissile	Right Pod	3K	24	+1	1	3	CMV, Linked
Micromissile	Right Pod	3K	24	+1	1	3	CMV, Linked
Micromissile	Right Pod	3K	24	+1	1	3	CMV, Linked
Micromissile	Right Pod	3K	24	+1	1	3	CMV, Linked
Micromissile	Right Pod	3K	24	+1	1	3	CMV, Linked
Micromissile	Right Pod	3K	24	+1	1	3	CMV, Linked
Micromissile	Right Pod	3K	24	+1	1	3	CMV, Linked
Micromissile	Left Pod	3K	24	+1	1	3	CMV, Linked
Micromissile	Left Pod	3K	24	+1	1	3	CMV, Linked
Micromissile	Left Pod	3K	24	+1	1	3	CMV, Linked
Micromissile	Left Pod	3K	24	+1	1	3	CMV, Linked
Micromissile	Left Pod	3K	24	+1	1	3	CMV, Linked
Micromissile	Left Pod	3K	24	+1	1	3	CMV, Linked
Micromissile	Left Pod	3K	24	+1	1	3	CMV, Linked
Micromissile	Left Pod	3K	24	+1	1	3	CMV, Linked

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Self Destruct, Combat Computer, Magnetic Foot Locks, Extra Crew (+3)

Multipliers
Environmentals (Arctic, Space, Desert, Underwater), Verniers (2 Main Body, 9 each Leg)
Superheavy Hydraulics, Weight Inefficient

MBR-04-Mk V Tomahawk

COST: 1063 CP
Availability: 2060 to 20XX

HEIGHT:
15.5m with missile rack
12.1m to top of main body
WIDTH:
8.5m
LENGTH:
5.6m
WEIGHT:
34,500 kg

Mode	MV	Land MA	Fly MA
Destroid	-2	5 (250m/round)	0
		7 (350m/round) with rollers	

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MH	16	16	MH	8	8
Right Arm		MS	5	5	HS	5	5
Left Arm		MS	5	5	HS	5	5
Right Leg		MW	7	7	MW	6	6
Left Leg		MW	7	7	MW	6	6
Right Pod		MS		10	HS	5	5
Left Pod		MS		10	HS	5	5

Thrusters	Location	MA
None		

Sensors	Location	Kills	Sensors	Communications
LH Class	Torso	2	20 km	1800 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Impact Cannon	Right Pod						
Laser Cannon	Right Pod	5K	36	+1	5	-	
Impact Cannon	Left Pod						
Laser Cannon	Left Pod	5K	36	+1	5	-	

Quad Cannon	Torso	6d6h	24	+1	1	125	BV 8
Quad Cannon	Torso	6d6h	24	+1	1	125	BV 8
PBG-12 Gun	Right Arm	8K	60	+1	10	-	Warmup 1, Mated
10cm Railgun	Right Arm	1K	24	+0			BV6, Mated
Ammo					1	20	AP
PBG-12 Gun	Left Arm	8K	60	+1	10	-	Warmup 1, Mated
10cm Railgun	Left Arm	1K	24	+0			BV6, Mated
Ammo					1	20	AP
Micromissile	Right Pod	3K	24	+1	1	3	CMV, Linked
Micromissile	Right Pod	3K	24	+1	1	3	CMV, Linked
Micromissile	Right Pod	3K	24	+1	1	3	CMV, Linked
Micromissile	Left Pod	3K	24	+1	1	3	CMV, Linked
Micromissile	Left Pod	3K	24	+1	1	3	CMV, Linked
Micromissile	Left Pod	3K	24	+1	1	3	CMV, Linked
Micromissile	Right Leg	3K	24	+1	1	2	CMV, Linked
Micromissile	Right Leg	3K	24	+1	1	2	CMV, Linked
Micromissile	Left Leg	3K	24	+1	1	2	CMV, Linked
Micromissile	Left Leg	3K	24	+1	1	2	CMV, Linked

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Self Destruct, Combat Computer, Magnetic Foot Locks

Multipliers
Environmentals (Arctic, Space, Desert), Verniers (1 Main Body, 2 each Leg), Heavy Hydraulics

SDR-04-Mk XIV Phalanx

COST: 345 CP [does not include cost of missile payload]
+117.6 MM, +234 SRM, +655.2 IRM, +459 LRM (per rack)
Availability: 2060 to 20XX

HEIGHT:
12.7m
WIDTH:
11.1m
LENGTH:
5.5m
WEIGHT:

51,500 kg

Mode	MV	Land MA	Fly MA
Destroid	-3	4 (200m/round)	10 (500m/round)
		6 (300m/round) with rollers	

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MH	16	16	MW	6	6
Right Arm		MS	5	5	MW	6	6
Left Arm		MS	5	5	MW	6	6
Right Leg		MW	7	7	MW	6	6
Left Leg		MW	7	7	MW	6	6
Head		STR	3	3	STR	3	3

Thrusters	Location	MA
None		

Sensors	Location	Kills	Sensors	Communications
LH Class	Pod	2	20 km	1800 km
Backup	Torso	2	1 km	300 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
MMD Unit	Right Arm	vari	vari	vari	10	vari	*
MMD Unit	Right Arm	vari	vari	vari	10	vari	*
MMD Unit	Left Arm	vari	vari	vari	10	vari	*
MMD Unit	Left Arm	vari	vari	vari	10	vari	*
Laser Cannon	Torso	2K	24	+1	2	U	BV3, Phalanx Variable
Micromissile	Right Leg	3K	24	+1	1	2	CMV, Linked
Micromissile	Right Leg	3K	24	+1	1	2	CMV, Linked
Micromissile	Left Leg	3K	24	+1	1	2	CMV, Linked
Micromissile	Left Leg	3K	24	+1	1	2	CMV, Linked

* Holds 56 micromissiles, 40 SRM, 24 IRM or 15 LRM

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Self Destruct, Combat Computer, Magnetic Foot Locks
Target Analyzer, Tri-level Searchlight (Infrared, Ultraviolet and White Light)

Multipliers
Environmentals (Arctic, Space, Desert), Verniers (1 Main Body, 2 each Leg)

UN Spacy Capital Ships

Warships: Macross Cannon, Corvette, Battleship, Command Ship, Escort Carrier

Heracles Class Command Cruiser

Developed in the late 2070's as a replacement for the older Gloria Class Command ships, the Heracles Class Command Cruiser was designed to be to be a larger more battle capable fleet Flagship. The Heracles Class was designed with a large Main Gun as its primary forward weapon. It also possesses numerous Converging Beam Cannons, Laser Turrets, and Missile Turrets.

The first ship, Heracles was destroyed in 2089 when it defolded in the front line of the initial skirmish with the Mardook. Heavier than expected combat made the defold location extremely dangerous. The Heracles defolded in the midst of concentrated laser fire and was unable to erect a defense in time. The second ship, Thetaclese, was in the final phases of construction and was hurried into service, with several systems inactive. The Thetaclese was destroyed with the rest of the Balduzai Fleet near the Mars Defensive perimeter later in 2092. The third ship named the Gammaclese was undergoing construction at Asteroid Base #5. It survived the Mardook attack and is currently operating as a fleet flagship.

Gloria Class Command Cruiser

The Gloria Class Command Cruiser was designed shortly after the destruction of the Burado Space Fleet in 2037. As the U.N. Spacy constructed more Earth based space cruisers, they wanted ships capable of the fleet command functions that the large Zentraedi Flagships contained. Up until this time, the UN Spacy fleets were usually commanded by senior Zentraedi Commanders when in large fleets, this was due in part to the excellent tactical skills the Zentraedi commanders displayed in large fleet actions. Earth constructed ships also did not contain the facilities for coordinating large formations of ships in the heat of battle.

Commissioned in 2048, the Gloria was the first of a new breed of fleet command ships. Equipped with large sensor and communications arrays, the Gloria's mission was to provide Command and Control capabilities to large fleets. Capable of commanding both Earth and Zentraedi/Meltrandi ships, the Gloria class allowed the creation of more numerous Earth Fleets.

Corvette

The corvette design has been heavily influenced by Zentraedi ship design. The corvette is not heavily armed, although it does carry a series of phalanx missile turrets.

Escort Carrier

The escort carrier serves as the UN Spacy VF carrier, with most of the internal space dedicated to hangers and pilots' quarters.

Macross Cannon

The Macross Cannon is the UN Spacy version of a gunship, being little more than a heavy particle beam cannon with engines, a bridge and a few secondary weapons for defense. The Macross Cannon is incapable of flight within an atmosphere. Unlike previous designs for heavy particle beam cannons, the Macross Cannon splits the system among four pylons. Destruction of one or both "arm" pylons decreases the beam damage by half, and loss of either shoulder pylons makes the weapon unable to fire.

SDF-01 Macross

In Macross II, the SDF-01 has been decommissioned as the UN main headquarters and relocated to Culture Park. The Macross is largely off-limits, although tours of the city section are available. The main particle beam cannon gives off

discharges from time to time, but are nowhere near full power (100K). All but the main bridge is destroyed in the final battle with Ingues.

Chapter 3 – The Mardook

The Mardook stand out from the Protoculture in one major aspect – while the both use the Zentraedi series as weapons, the Mardook take this further and implement the use of mind control to further impose their commands on the Zentraedi and prevent them from rebelling against their masters. The Mardook as a whole have a lifestyle based on military structure.

The Mardook People

Little is truly known about the Mardook. They make many references to their history being completely filled with military campaigns, and their lifestyle based on destroying all other cultures. Based on this, it makes sense that there are no Mardook civilians; all Mardook are part of the military in some capacity. However, the Mardook are not emotionally closed like their Zentraedi soldiers; they are fully capable of feeling love, hate and having fun.

In previous sourcebooks, there is indication of a lost city and emulator throne deep within Ingues' mobile command base. If this information is accurate, it would indicate the Mardook were not always as they are now, and once lead a relatively peaceful existence.

Mardook men serve as commanders, soldiers, intelligence officers and technicians. Mardook women are all emulators. The emulators function as a combination of priestess, historian and bard.

Judging from the anime, the male Mardook appear to outnumber the females by about 100 to 1. This brings up the question of Mardook procreation, whether they reproduce sexually or use cloning technology like what is used to manufacture their Zentraedi soldiers. Figuring from the lack of variation in basic build, they either use cloning or have strong genofixed physical traits that prevent aberrations in genetic structure, not unlike the Zentraedi.

Among the Mardook, pastel colors for hair seems to be common, and it was remarked that such hair colors are not normally found on Earth. Black hair was seen only on Lady Elensh, and may have been dyed as a mark of station. All Mardook have Caucasian skin tones, with the women being rather pale.

The great Mardook prophet Dinus foretold "An envoy from a blue planet would come and save the Mardook from themselves. They would wage war in the name of peace."

<u>Male Mardook</u>

Male Mardook tend to be strong and tough. All male Mardook get +1 to STR, BOD and COOL, and can raise these stats up to 11. The men tend to be about the same height and weight range as humans, with commanders tending to be a bit taller and denser built. Mardook men have dark colored stripe patterns on their faces, although it is not specified if this is tattoos or "natural" markings.

Female Mardook

Female Mardook are graceful and pleasant, with perfect bodies. All female Mardook get +1 to AGIL, EMP and ATTR, and can raise these stats up to 11. All Mardook women range about 1.2 to 1.4m in height and about 52 to 55 kg, with average measurements of 91C/61/86 cm. All female Mardook keep their hair long (waist-length was the shortest shown); possibly the length indicating status.

Mardook Basic Skills

All Mardook, regardless of template automatically have 2 ranks in these skills to represent the basic Mardook teachings that surround them all their lives. Furthermore, all Mardook have effectively 7 ranks in both the Mardook and Zentraedi languages.

Military Etiquette
History: Mardook
Tactics
Intimidation
Pilot: Shuttlecraft

Mardook Roles

Mardook Mecha Pilot

These are the basic pilots, typically piloting a Gilgamesh mecha unit.

Rifle
Awareness/Notice
Mecha Pilot: Mardook Power Armor
Mecha Weaponry
Mecha Fighting
Radio Communications
Tactics

Mardook Soldier

Soldiers fill the roles of basic infantry as well as internal security for Mardook capital ships.

Rifle or Automatic Weapons
Athletics
Concealment
Awareness/Notice
Handgun
Hand-to-Hand
Choice of: Heavy Weaponry, Demolitions, Tracking/Stalking

Mardook Commander

Authority
Military Etiquette
Mecha Pilot: Mardook Power Armor
Tactics
Handgun

Mecha Combat
Mecha Weaponry

Mardook Interrogator

Also functions as intelligence officer and internal affairs.

Information Gathering
Computer Operation
Interrogation
Human Perception
First Aid
Intimidation
Handgun

Mardook Science Officer

Computer Operation
Electronic Warfare
Basic Tech
Tactics
Handgun
Biology
Medical Doctor

Mardook Emulator

All emulators have a holographic symbol on their face while loyal to Ingues. This symbol seems to fade when they begin to have thoughts that are contrary to Ingues' commands. While Mardook commanders can chastise, use or question them, the emulators can only be punished by Ingues or Lady Elensh.

History
Singing
Human Perception
Social
Computer Operation
Personal Grooming
Authority

Mardook Capital Ships

As with most technology in Macross, the Mardook use Protoculture technology, giving their ships the same speed/acceleration and weaponry as Zentraedi ships. Like Zentraedi ships, they lack CIDS or any kind of real recreational facilities.

Battleship

The battleship is a development of the old Zentraedi LST carriers. It serves to ferry large numbers of troops and mecha to the battlefield.

Destroyer

The destroyer forms the bulk of the Mardook fleet, offering a good mix of weaponry and infantry.

Dreadnaught

The dreadnaught is one of the only ships in the Mardook fleet to have no Zentraedi onboard. It possesses upgraded space fold capability for quickly reaching and destroying "contaminated" vessels in the fleet.

Flagship

The flagships are the most rare of the fleet, with no more than one per 200 Mardook ships. Flagships carry powerful weapons and a huge compliment of mecha. These vessels often lead planetary assaults. They possess superior medical facilities and bio-scan chambers similar to the Zentraedi Nupetiet Vergnitzs-bis flagship.

Ingues Mobile Base

The Ingues mobile base is similar to the Laplamiz and Bodolza mobile bases and has all of the same systems and features.

The Ingues base has several technologies not found on previous command base ships. The base itself is a sound-sensitive silicone based semi-organic ship, not unlike previous models. It possesses a ship production bay of titanic proportions as well as the emulator temple where all emulators learn their role. Unlike previous models, it has a rapid "healing" system for quickly sealing exterior hull breaches.

Scout Cruiser

Unlike other Mardook ships, there are as many Mardook onboard a scout cruiser as there are Zentran soldiers.

Mardook Technology

Emulator Chambers

Mardook capital ships house large chambers for their emulators. These chambers have special sensors to pick up, amplify and transmit their song to all Mardook and Zentraedi ships and mecha within range. The chambers also have several view screens so the emulator can follow the battle and adjust her songs as needed. Due to the methods of constructing Mardook ships, the emulator chambers are considered part of the basic structure and have no additional cost.

Emulator Temple

Only found on the Ingues mobile base, this is the root of the Mardook culture. All emulator apprentices come here to train their voices as well as learning the role, history and songs of the Mardook. The temple also stores the collected cultural information of the Mardook, and ingrains it into the emulators during their apprenticeship as well as absorbing their feelings for their culture. It is so attuned to the emulators that only they may enter the temple (not even Ingues can enter safely, although he can access the culture database stored there from his throne room).

The temple also provides a powerful defense for the Ingues base; if three or more emulators sing within the temple, it creates a harmonic resonance within the base's hull so that any weapons derived from Protoculture technology will "recognize" the base and inflict only 1% of their normal damage. As seen in the anime, the Macross fired it's main particle beam cannon (5000K damage) and only left a minor dent in the hull (50K damage). The only way to overcome this defense is with overwhelming firepower (such as the entire Mardook and Zentraedi fleet combined).

This resonance protection has a cost multiplier of x1.5.

Throne Room

The mobile base contains Ingues' throne room, from which he can watch and control his troops. It is not coincidence his throne room appears like the emulator chambers. From here he can feel any part of his ship and control any system he wishes. He may also seize control of any ship in his fleet from his throne room. The throne room also contains four techno-organic servitors similar to previous mobile bases.

Emulator Throne

Long ago, the Mardook were ruled by a pair of rulers (one male and one female). The emulator throne likely possesses the same capabilities as Ingues' throne room. Only Ingues knows of its existence, and has kept it empty for untold eons.

Lost Mardook City

Deep in the bowels of the Ingues mobile base is the lost city of the Mardook, dating back before they became a race of destroyers. The city itself is Escher-like; the base can generate gravity in any direction it needs to, thus the city was built in a chaotic fashion with stairs in any direction and various buildings being upside down to one another. Like the emulator throne, only Ingues knows the location of the city.

Tentacle Sealing System

The Ingues mobile base possesses a rapid "regeneration" system for sealing hull breaches. Tentacles extend out from the sides of the hole and rapidly expand into each other to seal the hole, then the regeneration slows as the internal structure rebuilds itself.

When a hull breech is formed, the tentacles will regenerate 10K per round until half the damage inflicted is "healed" in order to create an external seal over the breech. After this, the ship will regenerate 2K per hour until the damage is completely fixed.

This system has a cost multiplier of x0.5.

Ship Production Bay

Ships in this bay start as an ovoid blob of rough silicone-based matter and slowly "grow" into their normal formation. Throughout their shaping, the ships are entangled in a thick web of techno-organic crystalline threads which transmit the vocal modulations from the dedicated emulator chambers (twelve chambers dedicated for this purpose). This causes any ship built by the base to "recognize" the base (see Emulator Temple above). This also means that all Mardook ships are techno-organic like Zentraedi ships.

Mardook Mecha

Gilgamesh Type I, Gilgamesh Type II, Annihilator

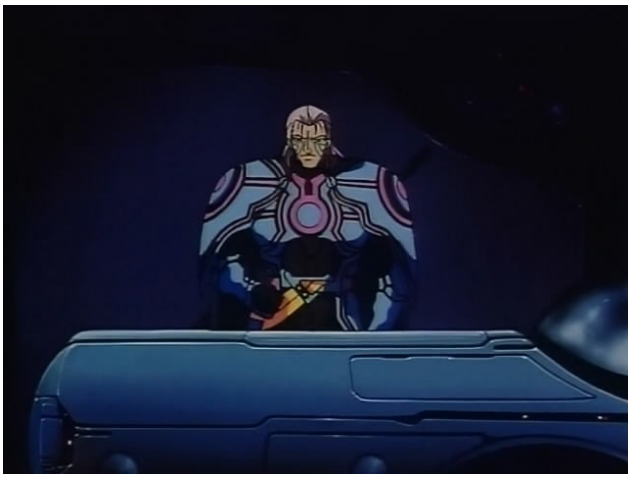
Mardook Equipment

Uniforms

The Mardook emulator wears a body suit covering her torso, arms and thighs. This suit appears similar to nylon stockings, with solid black areas over her breasts and pubic/rear areas with yellow trim, and black gloves and boots with yellow trim. While in total darkness or when singing, these yellow sections give off light.

It is not known for sure if this suit provides any amount of protection, although Ishtar does manage to survive hard vacuum for a few minutes without lasting effects while wearing her suit. The suit may also amplify the emulator's voice when she uses her song of war. The suit weighs about 1kg total.

Mardook officers wear bulky armor that covers their whole body except their head, with massive shoulder plates. The armor has SP 25 and weighs about 5.5kg.



Chapter 4 – The Zentran & Meltran

The Zentraedi of Macross II are even more dangerous than those of the original Macross story. In Macross, many of the Zentraedi were affected by Minmei's song and defected to the UN military's side and helped defeat Boddole Zer. However, in Macross II, the Zentraedi are completely dominated with mind control, making them far more resistant to culture shock. Furthermore, any Zentraedi ships that show signs of cultural contamination are quickly and efficiently destroyed to curb the spread of culture.

Because of the reinforcing mind control, it is not recommended that anyone play Zentraedi originating from the Mardook fleet. It is possible that players can have full-blooded Zentraedi who are Mardook sympathizers. Also, because of the mind-control, there is no chance that the Zentraedi would rediscover culture when working together, and thus each ship contains both Zentran and Meltran in mixed amounts.

Zentraedi Mecha

Male Power Armor, Female Power Armor, Battle Pod, Officer's Pod

Zentraedi Ships

The Zentraedi use basically the same ships as they always have. The Mardook have made cosmetic changes to them, however they still have the same stats as the ones found in Source Books 2 and 4. It should be noted that only the Zentran ships are used for both the Zentran and Meltran; there are no Meltran vessels.

Chapter 5 – NPCs

This chapter covers major NPCs that players may encounter.

Silvie Gina

Role: VF Pilot
Stats: INT 5, COOL 8, PRE 4, EMP 4, AGIL 8, TECH 5, STR 3, BOD 5, ATTR 6, MA 6, EDU 3, LUCK 8
Skills: Pilot: VF Series 7, Mecha Weaponry 7, Radio Communications 5, Hand-to-Hand 4, Military Etiquette 5, Drive 7, Awareness/Notice 6, Dodge & Evade 7
Perks/Talents: Meltrandi Blooded ¼, Membership 6 (UN Spacy), Rank 2 (officer), Beautiful 2, Allies 8 (Hibiki, Ishtar, Nexx, Nastasia, Amy), Genius 3 (Pilot: VF Series)
Complications:

Lt. Silvie Gina is ¼ Meltrandi on her grandmother's side, and she has inherited her Meltrandi daring to become an ace pilot at the age of 17. She is among the first to voice her concerns that the UN Spacy has become lax and over-reliant on their Minmei Attack defense, and tries to get the military to begin preparing for the day their defense fails. Silvie is caught in a scandal involving a superior officer by Hibiki and detests him at first; however, by the end of the series, she comes to see Hibiki's courage and determination and falls in love with him, inspiring Ishtar to end the war with the Mardook.

Silvie leads the VF-2SS Faerie Squadron, with her three wingmen Saori, Nastasia and Amy.

Hibiki

Role: Civilian Reporter
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?

Complications: ?
[background information]

Nexx

Role: VF Pilot
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?
[background information]

Ishtar

Role: Mardook Emulator
Stats: INT 5, COOL 5, PRE 7, EMP 8, AGIL 6, TECH 4, STR 2, BOD 3, ATTR 9, MA 6, EDU 1, LUCK 8, PSI 4
Skills: History: Mardook 8, Singing 8, Athletics 4, Computer Operation 6, Pilot: Spaceshuttle 3, Language: Zentraedi 8, Language: Mardook 8
Psychic Abilities: Psychometry 5
Perks/Talents: Beautiful 5, Allies 6 (Hibiki, Silvie)
Complications: Hunted (Feff) -5

Ishtar is a Mardook emulator of the advanced fleet approaching earth in 2092. Early in the series, Ishtar is fiercely loyal to the Mardook cause. After being exposed to earth's culture by Hibiki, she begins to doubt the Mardook's right to wipe out all other cultures in existence. Finally near the end, she sides with

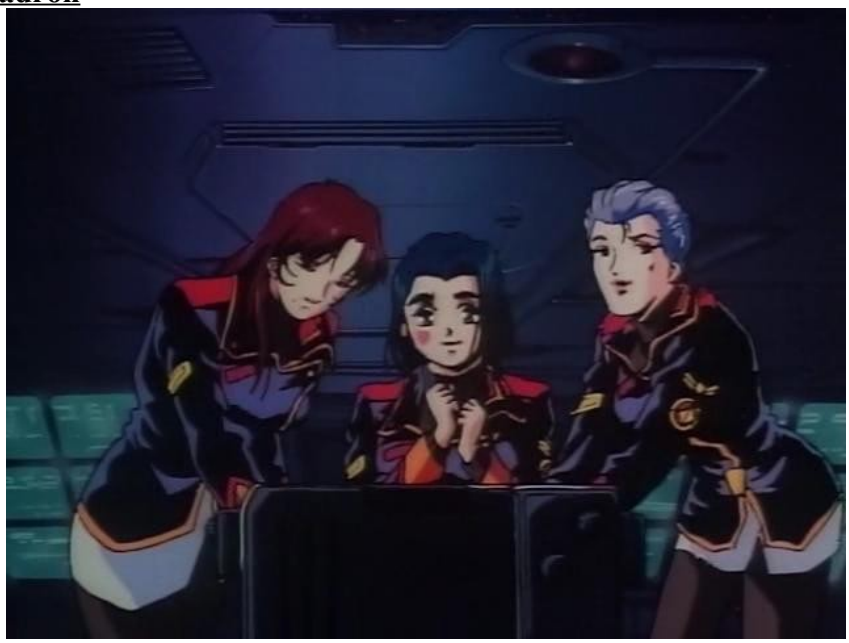
the earth defense force and brings culture and peace to the Mardook before becoming one of their leaders as they leave earth to find their own path.

Feff

Role: Mardook Command Officer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

[background information]

Faerie Squadron



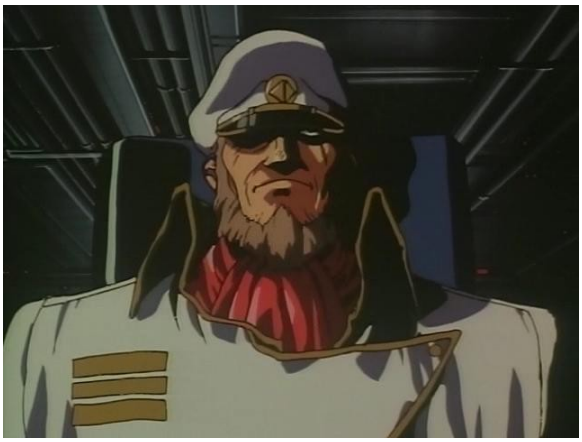
Saori (left), Amy (middle), Nastasia (right)

Role: VF Pilot
Stats: INT 4, COOL 6, PRE 5, EMP 5, AGIL 7, TECH 4, STR 3, BOD 4, ATTR 6, MA 6, EDU 3, LUCK 8

Skills: Mecha Pilot: VF Series 6, Mecha Weaponry 6, Mecha Combat 3, Dodge & Evade 5, Radio Communications 5, Wardrobe & Style 5, Personal Grooming 5
Perks/Talents: Beautiful 2, Ally 4 (Faerie Squadron), Membership (UN) 3, Rank 1 (officer)
Complications: ?

Faerie Squadron, under command of Silvie Gina, is comprised of Amy, Saori and Nastasia. Despite differences in height, weight and other personal information, these three women have basically the same combat abilities.

Balzae



Role: UN Command Officer
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

[background information]

Ingues

Role: Mardook Supreme Commander
Stats: ?
Secondary: END ?, HUM ?, Run ?m, Leap ?m, Anime Leap ?m, Swim ?m, BTM ?, REC ?, RES ?, STUN ?, HITS ? (?), Lift ? kg, Throw ?m, DMG ?, EV ?.
Skills: ?
Perks/Talents: ?
Complications: ?

[background information]

Chapter 6 – Into Macross

This entire chapter is mostly information that I have made up as suggestion to get the contents of this book to work with the canon storyline. Most of the mecha and capital ships draw information from the Macross storyline up to 2036.

Macross II Upgrades

If the Macross II storyline is brought into the canon storyline, the following suggestions will update the mecha and ships to appropriate levels.

VF-2JA and VF-2SS – Both would have a PPB system and the holographic cockpit upgrades. The VF-JA would be used primarily with the UN Airforce and UN Navy on earth and colony worlds. The VF-2SS would likely be used as a lower cost fighter for colony worlds with smaller budgets to work with, or designed specifically for the Galaxy Patrol or one particular colony world. Both would also likely use the EX system.

VF-X-4 – The Metal Siren would of course have the PPB and holographic cockpit. The MS would most likely also incorporate the inertial dampening system and active stealth systems found on the VF-22, as well as the EX system and quite likely have any of the anti-Vajra MDE upgrades. Given that this is supposed to be the "elite of the elite" fighters, it might have the fold quartz systems found on the YF-29 Durandal. Where the VF-22 is designed for surgical strikes, the VF-X-4 would be used as an “alpha strike” fighter.

Destroids – It would stand to reason that the upgraded destroid mecha would also have the PPB system and holographic cockpits.

Option 1 – Run it mostly as it is. By the mid to late 2080’s, the VF-2JA and VF-2SS have replaced the current model (the VF-171 never makes it as the mainline fighter) as the standard atmosphere and space fighters, respectively, with the VF-X-4 Metal Siren as the elite unit. The newer models of the Destroid series could be used mainly on earth as a last line of ground defense.

It could be interesting to see how the earth forces would hold out against the Mardook with current VF models (VF-171, VF-19, VF-22S, VB-6, VF-25, VF-27, VF-29, etc) rather than the ones in Macross II.

Option 2 – Instead of attacking Earth, the Mardook attack one of the colony planets, perhaps Eden. Instead of the Macross being present, UN Spacy sends the main fleet to aid the colony and the outcome is similar.

Option 3 – This is the one I like to use, and it takes the most rewriting.

During the early stages of research and development of the Evil series Zentraedi, the Protoculture wanted to create a stronger version of their biological mobile fortress class of Zentraedi (similar to Boddole Zer and Laplamiz). They created Ingues. Ingues is more powerful than the Boddole Zer fortress he was designed after, but he is not a Protodeviln, more of a “bridge” of technology between the standard Zentraedi and the Evil series. It makes sense since the Fulbtzs-Berrentzs, Laplamiz and Spiral Nebula mobile bases are have similar components such as the techno-organic construction.

The Protoculture then genetically altered yet another race early in their evolution to make them into the Mardook and left Ingues to watch over them. Over time, Ingues' genetic programming degraded and he went insane, believing that the Protoculture abandoned him (actually they lost record of him during the wars with the Inspection Army). Ingues started bolstering the Mardook people into a race of warriors bent on wiping out all other cultures in the galaxy. Over the millennia, Ingues eventually forgot about the Protoculture altogether. Ingues had the technology and ability to create the basic Zentraedi soldiers and began building them as an army, developing mind control to keep them further in his control.

The Mardook Emulators slowly developed their spiritia powers to influence and motivate the Zentraedi, however, the Mardook as a whole are unaware of the existence spiritia or its full powers. Now as far as the "ship of the Alus", it could be explained that somewhere in the Mardook's history they were at war with the Inspection Army or a rogue Meltrandi fleet. The Alus could have been the identification of a particular ship that gained a great amount of fame or infamy; possibly the identification of the ASS-1.

In the first part of Macross II, the Mardook refer to Earth as having a dangerous culture based on the fact they had developed music. This fits in well with the anima spiritia concept if the anima spiritia of the Protoculture also used song to focus their spiritia powers.

For the UN Spacy forces, the VF-171 remains the main variable fighter (or whatever model is instated by the early 2090's). The VF-2JA and VF-2SS could be presented as a lower cost fighter manufactured on a colony planet or even by the UN Spacy as "filler", and the VF-X-4 would be a special ops fighter (with a new designation, perhaps the VF-X-28). The upgraded Destroids would most likely be distributed in much the same manner and numbers as the original Destroid series during Space War I.

Exxegran replaces Vrlitwhai Kridanik in 2084 as commander of the UN Spacy.

Option 4 – Another possibility is that the Mardook are the remnants of the Protoculture themselves. Perhaps Ingues has dominated the last of the Protoculture or originally was protecting them but slowly went insane; and the Protoculture/Mardook didn't realize it until they were too late (as if this never happened before). Ingues made the decision to use mind control on his Zentraedi forces to prevent them from rebelling as they did against the Protoculture.

Option 5 – This option is most likely going to be the most useful one. The entire storyline for Macross II doesn't need to be used. Perhaps your campaign will never see the Mardook fleet or the characters in this book. It is just as easy to have the VF-2 series and the new Destroids be developed on Earth or one of the colony planets.